

ATARISOFT®

THE LONE RAIDER

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EC2001

THE LONE RAIDER

AN EXCITING, THREE PART
ARCADE ACTION GAME FOR
ATARI 8-BIT PERSONAL
COMPUTER SYSTEMS
400/800/600XL/800XL/130XE

Requires Joystick

ATARI®
Power Without the Price™

LOADING 'LONE RAIDER'

1. Set-up your Atari Personal Computer System as detailed in the relevant booklets that accompany your Atari products.
2. Ensure that your computer is switched OFF, but your Program/Data Recorder and TV/monitor are switched ON. Increase the volume on your TV/monitor so that you can hear it.
3. Remove any cartridges that may be in the computer's cartridge slot.
4. Plug your Joystick controller into controller port No. 1 on your computer.
5. Insert 'Lone Raider' cassette into Program/data recorder and rewind to beginning of tape. Press PLAY on the Program/Data recorder.
6. Switch the computer ON, WHILST HOLDING DOWN THE START KEY AND THE OPTION KEY on the computer.
7. You will hear a short tone. Release the START and OPTION keys, then press the RETURN key on the computer keyboard.
8. The 'Lone Raider' program will now load into the computer memory. During the loading, you will hear some music and sound effects.

TO PLAY 'LONE RAIDER'

You play the part of the Lone Raider. Control the Lone Raider by moving the joystick left or right. You can make Lone Raider duck if you pull the joystick towards yourself. Destroy aliens by using the Sonic Laser, activated by pressing the joystick button.

Once the program has loaded, you start the gameplay by pressing the START key on the computer keyboard. This will also reset the game during play.

There are 10 ranks to pass through as you progress from LEARNER to MASTER level. Each time you successfully complete a level, you will be promoted to the next automatically. You can skip levels by pressing the SELECT key on the computer, but it will only allow you to skip to the fifth level - RAIDER - you will have to earn higher levels by promotion!

You are beamed down to hostile alien territory outside the Power Factory. You must attempt to enter the Factory, destroying the ROBOT GUARDS that patrol. Beware the INDESTRUCTIBLE TERMINATOR that is immune to your Sonic Laser.

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Once inside, the Neutron Storeroom awaits you - corridors filled with Neutrons, each corridor separated from the next by ZAP DOORS which have a mind of their own! Collect ALL of the Neutrons in each corridor, but remember to dodge the MUTANT GUARDS, who can destroy just by touching! Travel between corridors by using open ZAP DOORS - carefully - MUTANT GUARDS do not need them open! Collect the moving BLUE PROTONS - each one will give you a burst of energy, strong enough so that you can destroy MUTANT GUARDS that you touch! But beware, the energy wears off quickly! When you have completed the first storeroom, you will enter another, very similar to the first. Once complete, race to the TRANSMITTER ROOM, awaiting beneath the bottom ZAP DOOR. Dodge the radio-active DEFENSITES and head for the door to the TRANSMITTER. Summon your spacecraft for a safe return back to base - promotion to the next and more treacherous level awaits!

SCORING

Nutrons	- 1 point
Robot Guard	- 5-15 points
Mutant Guard	- 100 points